

THE HALL OF FIRE FAN WEBZINE

Issue 72
July 2010



Lúthien, by Ted Nasmith



GÎL SÍLA ERIN LÛ GOVADED VÎN...

Welcome to Issue 72 and our second compilation issue. In this issue we have compiled all of the Elf allies that one might find while traveling through Middle-earth.

In other news, we must apologies for the problems that happened with the main Hall of Fire site. It is now back up with a new design. Let us know what you think of it at: <http://forums.halloffire.org/viewtopic.php?f=51&t=78>. Also we have an account on Facebook now for those of you who use it. You can find us at <http://fb.halloffire.org/>, and don't forget our Twitter account as well, <http://twitter.halloffire.org>.

Farad vaer.

Micah A. Walles (Razor77) &
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THE MIDDLE-EARTH HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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THRANDUIL, KING OF THE WOODLAND REALM

(Issue 11)

'There was also a strange Elf clad in green and brown, Legolas, a messenger from his father, Thranduil, the King of the Elves of Northern Mirkwood.'
- The Fellowship of the Ring

Race: Elf, Sindar (Elf of Mirkwood)

Racial Abilities: The Art, Beast-skill, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Swift Healing, Musical Gifts

Attributes: Bearing 10 (+2)*, Nimbleness 10 (+2), Perception 13 (+3)*, Strength 9 (+1), Vitality 9 (+1), Wits 8 (+1)

Reactions: Stamina +3, Swiftess +3, Willpower +4, Wisdom +6*

Defence: 12

Orders: Noble (Elf-Lord~), Magician

Order Abilities: Domain (Woodland Realm), Noble Mien, Sanctum, Sanctum Power, Spellcasting 5
Advancements: 33

Skills: Armed Combat: Blades (Longsword) +5, Craft: Cooking +3, Debate (Negotiate, Parley) +5, Inquire (Converse, Interrogate) +6, Inspire +5, Intimidate (Majesty) +5, Language: Sindarin +6, Language: Westron +4, Lore: Group (White Council) +3, Lore: History (Sindar) +5, Lore: Race (Elves) +4, Lore: Realm (Woodland Realm) +6, Observe (Spot) +3, Perform (Sing) +5, Persuade (Charm) +4, Ranged Combat: Bows (Short Bow) +1, Ride (Horse) +3, Stealth (Hide) +5, Survival (Forest) +5, Weather-sense +4

Spells: Animal Messenger, Beast Speech, Beast Summoning, Blinding Flash 2, Burning Sparks, Calling, Create Light 2, Enhance Food, Evoke Awe, Fog-raising, Fog-weaving, Kindle Fire, Finding and Returning, Misdirection, Opening-spell, Power of the Land, Rain-ward, Reading the Heart, Sense Power (ability), Shutting-spell, Springtime Edges: Command, Curious, Eloquent, Fair, Hoard 5, Indomitable, Keen-eyed, Rank 4 (King of Woodland Realm), Resolute 2, Strong-willed 2, Swift Recovery, Wise, Woodcrafty 2

Flaws: Arrogant, Duty (Ruler of Woodland Realm), Proud, Stiff-necked

Size: Medium (5 Wound Levels, 1 Healthy)

Health: 10



Courage: 5**Renown:** 20**Gear:** Fine clothing, longsword, shortbow, Necklace of Girion~ (after the Battle of Five Armies)

* Favoured Attribute or Reaction

~ see Fan Flavour for further information (HoF Issue 11)

IN THE NOVEL

Thranduil, son of Oropher, is king of the Wood-elves who dwelt in northern Mirkwood. He traveled east from Lindon with many Sindar of his father and helped found the Woodland Realm. With the help of the dwarves, the Mirkwood elves delved an underground dwelling after the manner of Thingol at Menegroth. Though shadow, orc, and spider spread throughout most of the great wood at the coming of the Necromancer to Dol Guldur, the elves of the Woodland Realm lived in relative safety until the time of the War of the Ring, when he commended his own son to the task of speaking for the Woodland Realm in his stead at the Council of Elrond.

After the War of the Ring, he met with Celeborn in Mirkwood to discuss the dividing of Mirkwood among their charges and nothing more is known of him though he lived and ruled a great many year in his realm.

IN THE GAME

Thranduil is a good and wise king for his people and very suspicious of outsiders, regardless of who they are, as Thorin, Bilbo, and the other dwarves found out when they were lost within the dark forest. He doesn't abide incompetence nor the same stubbornness or stiff-necked resistance that he has within himself. Regardless of his failings, he is a loyal and honourable friend and ally, quick to lend aid when needed, such as to the men of Lake-town after the slaying of Smaug. He is also a person of great refinement and wealth loving to eat, drink, and be merry along with his folk, but is not above accepting the gifts of friendship or help rendered like when Bilbo gave him the Necklace of Girion at their parting for recompense for the hospitality the king and his people unknowingly given him.

Travelers in his land would do well to ply for his grace to pass through as getting lost in Mirkwood before the War of the Ring and sometime afterward meant almost certain death from wandering into starvation or becoming a victim to roaming orc bands or spiders. The king would almost certainly have need of experienced heroes to help in matters that are beyond his borders as he is loathe to send his people out that far, even in the coming times of peace in the Fourth Age.

ERESTOR

by ZehnWaters (Issue 45)

Race: Elf (Sindar)**Racial Abilities:** The Art, Beast-skill, Comfort, Elven Form, Elven Sleep, Farsightedness, Ghost Scorn, Lightfoodedness, Musical Gifts**Attributes:** Bearing 12 (+3)*, Nimbleness 9 (+1), Perception 10 (+2), Strength 9 (+1), Vitality 10 (+2), Wits 14 (+4)***Reactions:** Stamina +3, Swiftiness +3, Willpower +5, Wisdom +6*

Advancements: 55**Orders:** Loremaster, Antiquarian**Order Abilities:** Ancient Scripts, Expertise (Elves) 3, Scroll Hoard 3, Vala Virture (Elbereth, Mandos & Lorien), Expert Historian, Perfect Recall, Persuasive Arcana, Scholarly Reputation, Versatility**Skills:** Appraise (Scrolls) +2, Craft: Calligraphy +8, Debate (Parley) +9, Healing (Treat Illness) +7, Insight +7, Inquire (Converse) +10, Intimidate (Majesty) +7, Language: Quenya +9, Language: Sindarin +9, Language: Silvan +8, Language: Westron +7, Lore/History: Elves (Sindar) +12, Lore/History: Men (Dunedain) +8, Lore/Realm: Eriador (Rivendell) +7, Lore/Realm: Doriath (Menegroth) +6, Lore/Other: Rings of Power +8, Observe (Spot) +9, Perform: Harp +7, Persuade (Oratory) +7, Ride (Horse) +4, Run +4, Search +10**Edges:** Ally (Elrond, Glorfindel) 2, Charmed Life, Curious, Eloquent, Favour of Fortune 2, Gift of Tongues, Healing Hands, Hoard 3, Honey-tongued 2, Wise 2, Natural Archivist, Seniority**Flaws:** Duty (Keeper of Elrond's library)**Health:** 10**Renown:** 2**Gear:** Vast amounts of scrolls

Erestor was Elrond's chief counsellor. During the debate over the One Ring, he counseled that the Wise should not attempt to destroy the Ring, but to guard it from Sauron.

GILLINDIR, NOLDO LORD AND HUNTSMAN

(Issue 10)

Race: Elf, Noldor (Elf of Rivendell)**Racial Abilities:** The Art, Beast-skill, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Swift Healing, Noldorin Lore**Attributes:** Bearing 12 (+3), Nimbleness 12 (+3), Perception 12 (+3)*, Strength 8 (+1), Vitality 10 (+2), Wits 13 (+3)***Reactions:** Stamina +1, Swiftiness +2*, Willpower +2, Wisdom +2**Defence:** 11**Orders:** Craftsman (Smith)*, Loremaster, Ranger*, Warrior**Order Abilities:** Ancient Scripts, Evasion, Expertise (Elven History), Favoured Weapon (Bow: Shortbow), Hard March, Masterwork, Preservation, Speedy Work, Spellcasting, Vala Virtue (Orome), Walk Without Trace 3**Advancements:** 81 Skills: Acrobatics (Balance) +2, Appraise (Engravings) +3, Armed Combat: Blades (Long knife) +9, Armed Combat: Polearms (Spear) +5, Climb +2, Conceal +1, Craft: Horns +6, Craft: Leatherworking +6, Craft: Bow and Arrow +5, Debate (Bargain, Parley) +5, Games (Riddles) +3, Healing (Treat Wounds) +7, Inquire (Converse) +4, Insight +4, Inspire +9, Language: Quenya +4, Language: Silvan +2, Language: Sindarin +8, Language: Westron +6, Lore: History (Noldor, Dunedain) +9, Lore: Race (Elves, Men, Orcs) +7, Lore: Realm (Lindon, Rivendell) +6, Lore: Elven Artifacts +3, Lore: Elven Smiths +2, Observe (Hear, Sense Power, Spot) +10, Perform (Play Horn) +5, Persuade (Charm) +5, Ranged Combat: Bows (Shortbow) +12, Ride (Horse) +12, Run +4, Siegecraft (Unit Leadership) +2, Smithcraft (Silversmith) +6, Stealth (Hide, Sneak, Surveil) +8, Stonecraft (Mining) +1, Survival (Forest, Mountains, Forodwaith) +7, Unarmed Combat: Wrestling +3, Weather-sense +3

Spells: Crafting Spell, Healing Spell

Edges: Accurate, Ally 3 (Elrond, Elladan, Elrohir), Armour of Heroes, Craftmaster, Curious, Dodge, Favour of Fortune, Foresighted, Friends (Elves of the Wandering Companies), Healing Hands, Hoard 2, Honey-tongued, Incorruptible, Quick-draw, Rank, Tireless, Travel-sense, Woodcrafty, Wise

Flaws: Fealty (Elrond)

Size: Medium (5 Wound Levels, 1 Healthy)

Health: 10

Courage: 6

Renown: 15

Gear: Áraromba~, Kelekarach~, shortbow, quiver with 40 arrows, carving tools, bowyer's tools, war horse Fancrist

* Favoured Attribute or Reaction

~ see Fan Flavour for further information (HoF Issue 10)

SHORT BOW

Gillindir's bow is finely crafted, adding a +2 bonus to Ranged Combat tests, and of a perfect size for loosing from horseback. It is an exceptional weapon, yet in a realm of fine craftsmanship it doesn't stand out; he hasn't deigned to give it a name as yet.

FÂNCRIST

Fâncrist is a noble Elven horse, swift and proud, sorrel in color. He has the following Special Abilities: Steady, Majestic, Mindful, War-trained (see Hall of Fire #4: 7-8)

BACKGROUND

Gillindir was born in the three thousand and forty-first year of the Second Age, to Noldor parents. His father, Áralama, was a huntsman that Oromë would be proud of; few could match his skill as an archer, and none were so adept at horn-shaping. Rilomë, his mother, was also deadly with a bow, but her hands were better at healing hurts than causing them. Gillindir's face was equal parts mother and father, and his talents were likewise a mix of the parents. Gillindir spent his early years in Imladris, later traveling with his parents during as they carried news between Lindon, Imladris, and the other Elven realms.

But the young Elf's peace was to be short, for Sauron once again moved against Middle Earth; Númenor sank, the Dark Lord gathered his power in Mordor, and the Free Peoples made their stand. And Áralama's house found its way to the siege of Barad-dûr in the final weeks of that bitter conflict. Gillindir served as a page and messenger to greater folk, but the day would come when all hands that could wield bow or blade would be needed.

That morning dawned dim as ever in the Accursed Land, but hearts were heavier. All foresighted warriors knew that this day would decide the course of the war. Áralama raised his horn and sounded its high, clear note, and all who heard recalled fair nights beneath the silver stars and felt hope renewed in their hearts. When the echo faded, he handed the horn to Gillindir, saying, "Keep it well, my son, for I shall wind it no more. And Áralama took instead a lesser horn and went to wait upon Elrond the herald. Then word came that the full strength of Mordor was unleashed, and hurriedly the companies of the Alliance formed their battle lines. Gillindir stood ready as messenger, but when the black wave broke upon the lines, he could give no more thought to his purpose, but drew steel and fought for his very life against the endless tide of orcs. So desperate was his plight that he knew nothing of the duel between Sauron and the kings of the West until all three had

fallen. Then the assault wavered, then broke, and the evil hordes fled the field in full rout. And the armies of the Free rallied and advanced, showing no mercy to the hindmost stragglers.

But Gillindir did not join the charge, running instead to the hillock where Elrond's guard had fought. The fallen, both orc and Elf, lay in heaps, and it was plain how near the company had been to being overrun. With dismay he found his father among the dead, his armor riven and his body pierced with many wounds. Even in death, Áralama tightly gripped his long knife, which at the last he had plunged to the hilt between his killer's ribs. But Gillindir's sorrows only compounded when he beheld the still form of his mother. She had been struck down as she struggled to reach her fallen king's side. The conquest of Mordor held no power in his thought for many days, so consumed with grief was he. Yet after the tower was brought down and peace restored, the young elf did not put away his blade, but harried orc and troll from the foot of Orodruin to the northern foothills of the Misty Mountains.

After years of revenging himself upon the scattered servants of Sauron, he laid aside the sword and sought solace in the study of crafting. Gracious Elrond offered him a place at Imladris, where many remaining artisans were gathering. Gillindir feels a sense of obligation towards the lord his father served in the last years of the Second Age. It was here that Gillindir befriended Elladan, gifting him with Gillindir's finest hunting horn.

In recent years, Gillindir has on several occasions left the Homely House to range across the wilds of Eriador with the Wandering Companies, learning many of the woodland skills his father had meant to teach him. He is an Elven lord in a host of such lords, yet majestic in his own right.

USAGE

Gillindir will most likely be in the company of the Elven lords who dwell in Rivendell, but he may sometimes be found with Gildor and the Wandering Companies. In more settled times (i.e., not in the final decades of the Third Age) the Noldo may be found seeking the few remaining Kine of Araw east of Rhûn. Craft and lore cannot quell his passion for hunting, whether the prey is beast or monster, and so parties may encounter him riding out with bow in hand. He is personable, and not so prideful as Noldor are wont to be - the glorious horn he carries is a constant and humbling reminder that he will never achieve his father's mastery. Elrond often asks Gillindir to carry important messages or escort important persons; it is likely he was among those sent out seeking the hobbits or locates the Black Riders.

Gillindir may be "help unlooked-for," sounding his horn of hope when the heroes have their backs against the wall. He can be a font of knowledge for interested adventurers. Finally, he may gift worthy travelers with some of his crafts.

An Elf or Loremaster might notice that the name Gillindir is unusual in that it is derived from Quenya, a tongue long out of favor in Middle Earth. While Sindarin was standard, Áralama's parents had not given up the use of Quenya for names; whether they felt nostalgia, thought the old tongue had a certain cache, or harbored a secret resentment for the stigma placed upon them by the Kinslaying, the learned must draw their own conclusions. But whatever their motive, Áralama kept the tradition and passed it on to his son. Thus it is that Gillindir often names his masterworks with a tongue older than the sun.

MORDIRACHAS (ELF OF DARK DESPAIR)

by Matthew "GandalfOfBorg" Kearns (Issue 40)

Race, Sub-Race: Elf, Noldor (Lothlorien)

Racial Abilities: The Art, Beast-skill, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Swift Healing, Inner Light, Noldorin Lore

Attributes: Bearing 12 (+3)*, Perception 11 (+2)

*, Nimbleness 11 (+2), Strength 7 (+1), Vitality 6 (+0), Wits 10 (+2)

Reactions: Stamina +3*, Swiftiness +2, Willpower +3, Wisdom +3

Order: Magician (Student of the Secret Arts), Wizard, Loremaster, Artificer
Order Abilities: Ancient Scripts, Charm of Power (Defense), Enchanting Skill, Expertise (Spellcraft), Magician's Charm, Quick Caster, Sanctum, Sanctum Power, Spellcasting 4, Spell Specialty (Sorcery), Student of the Shadow, Weaving Sorcery, Wizard Spellcasting 4, Wizardly Power

Advancements: 41

Spells: Blast of Sorcery, Bladeshattering, Blinding Flash (40 ft), Call Fell Beasts, Cloak of Shadow, Command, Crafting-spell, Create Light, Display of Power, Enslave Beast, Evoke Fear, Holding-spell, Sense Power (ability), Shatter. Sheath of Ice, Spawn Wight, Spellbinding, Sundering, Veil, Voice of Command, Voice of Suasion, Vulnerability to Sorcery, Waste, Word of Command

Skills: Craft: Jewels +9, Debate (Parley) +6, Insight +6, Intimidate (Fear) +7, Language: Black Speech +6, Language: Quenya +6, Language: Sindarin +6, Language: Westron +6, Lore/Group: Nazgul (Rings of the Nine) +2, Lore/History: Elves (Craftsmen) +6, Lore/Race: Elves +6, Lore/Realm: Dol Guldur +3, Lore/Realm: Eregion (Ost-in-Edhil) +6, Lore/Realm: Lothlorien (East-realm) +6, Lore/Realm: Mordor (Barad-dur) +4, Lore/Realm: Umbar (Umbar city) +2, Lore/Spellcraft: Sorcery +12, Observe (Sense Power, Spot) +7, Persuade (Charm) +6

Edges: Curious, Fair, Hardy, Honey-tongued, Swift Recovery, Tireless 2, Wise 2

Flaws: Arrogant, Proud, Stiff-necked

Health: 7 (Medium, 6 Wound levels)

Courage: 3

Renown: 15

Defence: 12

Gear: Palantir of Barad-dur, Duathmir



BACKGROUND

The Three Rings and their keepers have passed on beyond the bounds of Middle-earth and the beauty of the land, once stoic and unchanging in the care of the Eldar is evolving into something unknown to its long-lived caretakers. Middle-earth is now in the hands of Men as the few remaining Eldar seek out the swan-ships bound for Valinor. But one does not, he cannot for his pride and arrogance have caught him up in a vain attempt to

re-establish the power and dominance of the Firstborn. He despairs both at leaving the lands he's known for millenia and the fate of the Eldar if they remain, the fading of both form and power. This defiance has caused him to seek out the dark arts of Man, learned from the ancient Dark Lords. Part of his defiance has led him to hinder the expansion of Man, both of friendly Dunedain and barbarians of the East. These acts he has taken have barred him from returning to Valinor in any shape or form, making his plight all the more sad. Those Eldar who do remain shun his existence and, if they can, set themselves to thwart his machinations with the time they have left.

CELEBRIAN

by ZehnWaters (Issue 45)

Race: Elf (Half Noldor, Half Sindar)

Racial Abilities: The Art, Beast-skill, Comfort, Elven Form, Elven Sleep, Farsightedness, Ghost Scorn, Lightfoodedness, Musical Gifts

Attributes: Bearing 13 (+3)*, Nimbleness 11 (+2), Perception 10 (+2), Strength 9 (+1), Vitality 12 (+3), Wits 11 (+2)*

Reactions: Stamina +8, Swiftiness +7*, Willpower +6, Wisdom +5

Advancements: 48

Order: Noble

Order Abilities: Courtier, Deference, Domain (Rivendell), Noble Mien

Skills: Armed Combat: Blades (Sword) +4, Debate (Parley) +7, Healing (Treat Illness) +6, Inquire (Converse) +6, Inspire +7, Intimidate (Majesty) +8, Language: Quenya +7, Language: Sindarin +7, Language: Silvan +5, Language: Westron +4, Lore/Realm: Rivendell +9, Lore/Realm: Lothlorien +9, Lore/Race: Elves (History) +7, Lore/Race: Men (History) +5, Observe (Sense Power) +5, Perform: Sing +6, Persuade (Charm) +8, Ranged Combat: Bow (Shortbow) +4, Ride (Horse) +4, Run +6

Edges: Ally (Wise and Powerful of Middle-Earth) 6, Eloquent, Hoard 5 (Rivendell), Rank 1 (Lady of Rivendell and Lothlorien), Resolute, Strong Willed

Flaws: Enemies (Shadow and His Servants)

Health: 12

Renown: 12

Gear: Horse, Regal Robes, Rivendell and all its Treasures

Daughter of Galadriel and Celeborn, Celebrian wedded Elrond of Rivendell and bore him two sons, Elladan and Elrohir, and one daughter, Arwen.

While traveling through the Misty Mountains, Celebrian was attacked and captured by Orcs. She was rescued by her two sons. Not long afterward, she sailed west to the Undying Lands.



ELLADAN

by Christopher "Scofflaw" Daniel (Issue 17)

ELROHIR

by Christopher "Scofflaw" Daniel (Issue 17)

" 'And have you marked the brethren Elladan and Elrohir? Less sombre is their gear than the others', and they are fair and gallant as Elven-lords; and that is not to be wondered at in the sons of Elrond of Rivendell.' "
- The Return of the King

Race: Elf (Half-elven - parts Sinda, Noldo, and Dúnadan)

Racial Abilities: The Art, Beast Skill, Comfort, Elven-form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Musical Gifts, Swift Healing

Attributes: Bearing 13 (+3)*, Nimbleness 12 (+3), Perception 12 (+3)*, Strength 10 (+2), Vitality 12 (+3), Wits 11 (+2)

Reactions: Stamina +3, Swiftiness +3, Willpower +3, Wisdom +5*

Defence: 13

Orders: Noble*, Warrior, Ranger*

Order Abilities: Deference, Domain (Imladris, Fourth Age only), Noble Mien, Evasion, Warrior Born, Swift Strike, Battle-Hardened, Hard March, Protector (Elves, Free Men of the North), Walk Without Trace, Wilderness Lore

Advancements: 65

Skills: Acrobatics (Balance, Tumble) +4, Appraise (Jewelry, Weapons, Armor) +2, Armed Combat: Blades (Longsword) +10, Armed Combat: Polearms (Spears) +6, Climb +5, Debate (Negotiate, Parley) +4, Healing (Treat Wounds, Herbal Remedies) +4, Inquire (Converse, Interrogate) +3, Insight +10, Inspire +4, Jump +4, Language: Orkish (Angmar, Misty Mountains, Moria) +3, Language: Quenya +3, Language: Sindarin +8, Language: Silvan (Lórien dialect) +2, Language: Westron +8, Lore: Herbs +3, Lore: History (Beleriand, Dúnedain, Elves, Northern Middle-earth, Valinor) +8, Lore: Race (Elves, Men, Orcs) +8, Lore: Realm (Arthedain, Rhudaur, Cardolan, Gondor, Imladris, Lindon, Lothlórien, Rohan) +8, Lore: Region (Misty Mountains, Northern Mirkwood) +8, Mimicry (Birds, Beasts, Orcs) +7, Observe (Hear, Spot, Sense Power) +6, Perform (Play Harp, Recite

Race: Elf (Half-elven - parts Sinda, Noldo, and Dúnadan)

Racial Abilities: The Art, Beast Skill, Comfort, Elven-form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Musical Gifts, Swift Healing

Attributes: Bearing: 12 (+3), Nimbleness 11 (+2), Perception 11 (+2), Strength 12 (+3)*, Vitality 12 (+3), Wits: 13 (+3)*

Reactions: Stamina +3, Swiftiness +2, Willpower +5*, Wisdom +3

Defence: 12

Orders: Noble*, Warrior, Ranger*

Order Abilities: Evasion, Battle-Hardened, Swift Strike, Warrior Born, Courtier, Deference, Domain (Imladris, Fourth Age only), Hard March, Protector (Elves, Free Men of the North), Walk Without Trace, Wilderness Lore

Advancements: 65

Skills: Acrobatics (Balance, Tumble) +4, Appraise (Weapons, Armor) +2, Armed Combat: Blades (Longsword) +10, Armed Combat: Polearms (Spears) +8, Climb +5, Debate (Negotiate, Parley) +7, Healing (Treat Wounds) +2, Inquire (Converse, Interrogate) +9, Insight +5, Inspire +8, Jump +4, Language: Orkish (Angmar, Misty Mountains, Moria) +3, Language: Quenya +2, Language: Sindarin +8, Language: Silvan (Lórien dialect) +1, Language: Westron +8, Lore: History (Beleriand, Elves, Dúnedain, Northern Middle-earth, Valinor) +6, Lore: Race (Elves, Men, Orcs) +8, Lore: Realm (Arthedain, Cardolan, Imladris, Lindon, Lothlórien, Rhudaur) +8, Lore: Region (Misty Mountains, Northern Mirkwood) +8, Observe (Hear, Spot, Sense Power) +4, Perform (Play Flute, Recite Verse, Sing) +3, Persuade (Oratory) +9, Ranged Combat: Bows

Verse, Sing) +3, Ranged Combat: Bows (Longbow) +6, Ride (Horse) +8, Run +5, Sea-craft (Boating) +3, Search +6, Swim +4, Track (Orcs, Men, Elves) +8, Unarmed Combat: Brawling +2, Weather-sense +4

Special Ability: Twin Empathy

Edges: Allies 8 (Elrond, Arwen, Aragorn, Gandalf, Círdan, Galadriel, Celeborn, other Elf lords), Bold, Eloquent, Fair, Faithful (Elves), Fell-handed 2 (All Orcs), Friends (Rangers of the North, the Wandering Companies), Hardy, Hoard 5

(Rivendell), Honour's Insight 2, Incorruptible 2, Indomitable 2, Keen-eyed, Night-eyed 2, Rank 1 (Son of Elrond), Strong-willed, Swift Recovery, Valiant, Valour, Warwise, Wary, Wise, Woodcrafty

Flaws: Duty (to Rivendell and his father), Enemies (The Shadow and its servants), Hatred (Orcs)

Size: Medium (6 Wound Levels, 1 Healthy)

Health: 15

Courage: 6

Renown: 25

Gear: Ithilnaur (Elven Longsword), Elven Steed, Elven Cloak, Mithril Chainmail Hauberk, Miruvor

(Longbow) +6, Ride (Elven Steed) +12, Run +6, Sea-craft (Boating) +3, Search +6, Siegecraft (Defense) +2, Stealth (Sneak, Hide) +8, Survival (Forests, Hills, Plains, Mountains) +6, Swim +4, Track (Orcs, Men, Elves) +8, Unarmed Combat: Brawling +2, Weather-sense +4

Special Ability: Twin Empathy

Edges: Allies 8 (Elrond, Arwen, Aragorn, Gandalf, Glorfindel, Círdan, Galadriel, Celeborn, other Elf Lords), Bold, Eloquent, Faithful (Elves), Fell-handed 2 (all Orcs), Fair, Friends (Rangers of the North, the Wandering Companies), Hardy, Hoard 5 (Rivendell), Honey-tongued 2, Incorruptible 2, Indomitable 2, Keen-eyed, Night-eyed 2, Travel-sense, Valiant, Valour, Warrior's Heart, Woodcrafty, Rank 1 (son of Elrond)

Flaws: Duty (to Rivendell and his father), Enemies (The Shadow and its servants), Hatred (Orcs)

Size: Medium (6 Wound Levels, 1 Healthy)

Health: 16

Courage: 6

Renown: 25

Gear: Elenruth (Elven Longsword), Elven Steed, Elven Cloak, Silver Horn, Mithril Chainmail Hauberk

TWIN EMPATHY

Because of their close bond, Elladan and Elrohir can know what the other is thinking without speech, and thus coordinate their actions with a minimum of communication. When acting together on any Combined Test, they receive an additional bonus of +2.

ITHILNAUR ("MOON FIRE") AND ELLENRUTH ("STAR FURY")

These blades were forged in Eregion during the Second Age and had service in the War of the Elves and Sauron. Elrond brought these blades with him when he founded Imladris. When his sons came of age, he gave them these blades for service in their errandries. They have all the qualities of elven blades like Glamdring and Orcrist, as set out in the Core Book and Fell Beasts and Wondrous Magic.

BACKGROUND

Elladan and Elrohir are the sons of Elrond, born in the second century of the Third Age. Twins, they are much alike in looks and mien; tall and fair, graceful and reserved. They are much alike in thought and action, and they much resemble their father, appearing lordly, wise and ageless, neither young nor old. But it is the memory of their mother and her torment at the hands of Orcs that drives them to active deeds against the Shadow's encroachment in the North. They dwell in Rivendell, but are often abroad, guarding the lands about and pursuing their feud with the Orcs.

Being of the few children born to the Eldar in the Third Age, Elladan and Elrohir are not so touched with the sadness and memory of the remaining High Elves. They take a more active role in the affairs of Middle-earth, not having grown weary of it, and by their energy and commitment can be seen the valor and glory of the Elf-lords of the Elder Days. This is not to be wondered at in them, for like their father and Arwen, their sister, the blood of the great lords and heroes of both the Eldar and the Edain of the First Age is preserved.

With Glorfindel and Erebor, they are leaders in the defence of Rivendell. They also serve their father as emissaries and councilors to Rivendell's allies. In their travels and missions in the North they often take action and council with the Rangers of the North. They also serve as escorts for the people of Rivendell who travel to and from its borders.

Throughout the Third Age they have acted in their father's interests and have played key roles in the historical events in the North that concerned Elrond, particularly those of Arnor, the North Kingdom of the Dúnedain. No doubt they served as ambassadors to the Dúnedain lords and served as captains in the armies of Lindon and Imladris against the incursions of Angmar. In TA 2509, their mother, Celebrian, was waylaid and captured by Orcs in the Misty Mountains while traveling home from Lórien. Her sons soon came to her rescue, but not before she endured great torment. She soon grew weary of her life and took ship to the Undying Lands. This event marked the brethren's lives for centuries to come and prompted their bitter feud with the Orcs. In this feud they work much with the remnant of the Dúnedain of Arthedain, the Rangers of the North, and traveled often with them on missions of errantry, particularly in the campaigns of TA 2784, when the Orcs of the Misty Mountains appeared again in great strength. They were with Arathorn, father of Aragorn, when he was slain by an Orc arrow. In his young adulthood, Aragorn set out with them to accomplish great deeds and it is not to be doubted that much of his Orc-lore was learned under their tutelage.

During the War of the Ring they rode with Halbarad and a company of the Rangers to Aragorn in Rohan. With him they walked the Paths of the Dead and fought the Corsairs at Pelargir and on to the Battle of the Pelennor Fields. They were with the armies of the West at the Black Gate and witnessed the fall of Barad-dûr. After Elrond departed Middle-earth, they remained for a long time as the lords of Rivendell. What their eventual fate was, and whether they chose to be of Elf-kind or to accept mortality as Men, is not told. But it is certain that whatever the choice, it was the same for them both.

Of the twins, Elladan is the elder. His name means "Elf-man" or "Elf-lord", and implies his status as Elrond's firstborn and immediate heir. As such, he has taken more to the study of the affairs of Rivendell and his father's lore. He is the more reserved of the two and is often the councilor to his brother when they act together.

Elrohir, the younger of the twins, is the more martial of the two. His name means "Elf-knight" and it shows in his great affinity for horses and his forwardness. He often speaks for the both of them and acts as herald to his father. When journeying, it is Elrohir who takes the lead, while Elladan guards the rear.

CÍRDAN, SHIPWRIGHT OF THE GREY HAVENS

(Issue 12)

'Throughout the Second and Third Ages, the Havens were the dwelling-place of Círdan the Shipwright, an Elf of great nobility and power...'
- The Core Rule Book

Race: Elf, Sindar (Elf of the Grey Havens)

Racial Abilities: The Art, Beast-skill, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Swift Healing, Musical Gifts

Attributes: Bearing 10 (+2), Nimbleness 8 (+1), Perception 14 (+4)*, Strength 7 (+0), Vitality 9 (+1), Wits 12 (+3)*

Reactions: Stamina +4, Swiftiness +4, Willpower +3, Wisdom +6*

Defence: 11

Orders: Mariner (Shipwright), Noble

Order Abilities: Deference, Domain (Grey Havens), Noble Mien, Sailor's Eye, Sea Legs, Ship, Wind-mastery
Advancements: 35

Skills: Acrobatics (Balance) +4, Armed Combat: Club (Staff) +4, Climb +6, Craft: Sailmaking +6, Jump +4, Language: Sindarin +6, Language: Westron +6, Lore: Group (Istari, White Council) +4, Lore: History (Sindar, Noldor, Dúnedain) +7, Lore: Race (Elves, Men) +5, Lore: Realm (Lindon, Grey Havens) +5, Perform (Tell Stories) +6, Ranged Combat: Thrown (Spear) +4, Run +4, Sea-craft (Command, Helm, Shipwright) +12, Swim +6, Weather-sense +8
Spells: Sense Power (ability)

Edges: Ally (Elrond, Galadriel, Gandalf), Charmed Life, Command 2, Craftmaster, Curious, Dodge, Fair, Foresighted, Hoard 4, Keen-eyed, Rank 3 (Ruler of the Grey Havens), Swift Recovery, Tireless 2, Travel-sense, Wakefulness, Wise

Flaws: Duty (Prepare ships for the Elves' return to Valinor), Proud

Size: Medium (5 Wound Levels, 1 Healthy)

Health: 9

Courage: 6

Renown: 25

Gear: Fine robes, staff of office, Gaerech (S. 'Sea-spear')~

* Favoured Attribute or Reaction

~ see Fan Flavour for further information (HoF Issue 12)

IN THE NOVELS

A Sinda lord in Middle-earth, Círdan was persuaded to remain in Beleriand with some of his people by Ossë when Ulmo took the others into the West. Lord of the Seas during much of the First Age. He moved to the Isle of Balar after the Nirnaeth Arnoediad. Then at the end of the First Age with the destruction of Beleriand, he moved eastwards to found Mithlond, the Grey Havens, at the most eastern edge of the Gulf of Lhûn, where he remained throughout the Second and Third Ages.

During the Second Age, that land was under the direct rule of High King Gil-galad. At the time of the fall of Eregion, Celebrimbor sent two of the Three Rings to the High King, who in turn passed one of these to

Círdan: Narya, the Ring of Fire. At the end of the Second Age, Gil-galad fell in the War of the Last Alliance, leaving Lindon without a ruler. His natural heir would have been Elrond, but he had long since removed to Imladris, so Círdan took on the leadership of the Elves west of the Blue Mountains.

During this time, he continued to maintain the havens at Mithlond throughout the Third Age and into the Fourth. When the Istari arrived in Middle-earth, he perceived that Gandalf was the wisest of them, and so gave him Narya to bear in secret. He took a minor, yet active part in the events of the Third Age, too, as it was his mariners, who sought to rescue Arvedui, the last King of Arthedain, from Forochel. He was still the master of the Grey Havens at the end of the Age when he saw the Ring-bearers' White Ship, that he had held in preparation over the long years, pass into the West and remained there until the last ship sailed.

IN THE GAME

Círdan is a tall, ancient elf, but as all elves are, regardless of age he looks young and fair, but for being the only known elf to sport a beard. Personality-wise Círdan is introspective and wise with a long sight that is able to pierce both time and the hardest of hearts. He rules quietly over the remaining elves in the region that was once known as Lindon, spending most of his time in the oversight of the construction of the boats that will see his people back to Valinor. Characters who seek his aid or counsel do not have trouble finding him or getting it, but as with many of the wisest of elves, his words may be cryptic and unsettling. He has seen much war and death in his very long life and is loathe to involve himself or his people in matters of war and the like unless it would directly concern what he holds most dear.



WHAT'S OUT THERE

This is a list of Web sites along with Decipher's official Web sites. We have found they supply useful Lord of the Rings game information.

THE HALL OF FIRE WEBZINE http://halloffire.org THE HALL OF FIRE WIKI http://wiki.halloffire.org DECIPHER'S LORD OF THE RINGS RPG HOME http://lotrrpg.fanhq.com ENCYCLOPEDIA OF ARDA http://www.glyphweb.com/arda/default.htm FAN MODULES FOR MIDDLE-EARTH http://groups.yahoo.com/group/fan-modules SCOTT'S RPG CENTRAL http://www.geocities.com/scott_metz/ CHRONICLES OF THE NORTH http://rpg.avioc.org/ MERP.COM http://www.merp.com OTHER MINDS MAGAZINE http://www.othermindsmagazine.com	THE MAD IRISHMAN http://www.mad-irishman.net THE LAST ALLIANCE http://thelastalliance.com RPG TOOLS FOR DECIPHER'S CODA GAMES http://groups.yahoo.com/group/rpgtools/ THE STEWARD AND THE KING http://www.stewardandking.net THE TOWER HILLS http://homepage.mac.com/jeremybaker/towerhills TREK-RPG.NET http://forum.trek-rpg.net/index.php CODA WEBZINE REPOSITORY http://groups.yahoo.com/group/coda_webzine THE ONE RING.COM http://www.theonering.com/ THE ONE RING.NET http://www.theonering.net
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CALLING ALL GAMERS!

Interested in submitting...

- A mini or side adventure?
- New creatures, or fell beasts?
- New Orders or Elite Orders?
- Racial / Order packages?
- NPC's?
- Weapons / equipment / magical items?
- Fan Art?

If so, write to us for details on submission submissions@halloffire.org with 'Fan Content' in the subject line. Please include your name and/or pseudonym (handle/online identity) and email address(es) with which one of our editors may contact you.

Please note that if you would like to submit a mini-adventure, Decipher will not consider it for publishing.

Fancy yourself a writer or artist and would like to contribute to the webzine?

If so, write to us at submissions@halloffire.org with 'Writer' in the subject line. One of the editors will get back to you with details about writing for **THE HALL OF FIRE**.

Want to know what the submission guide lines are?

Visit http://wiki.halloffire.org/Submission_Information for the current submission guide lines.

If you would like to post an advertisement for:

- A local or online RPG that you are hosting
- An RPG convention or tournament
- Or any events pertaining to The Lord of the Rings RPG

Write to us at ads@halloffire.org with 'Ad' in the subject line along with your advertisement. The advertisement must be less than 100 words and any graphic to go with it must be no more than 1' x 1'.